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HAND

BALL

by
CHAMPION
MICHAEL EGAN.

GUIDE

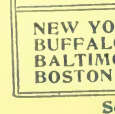


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HANDBALL

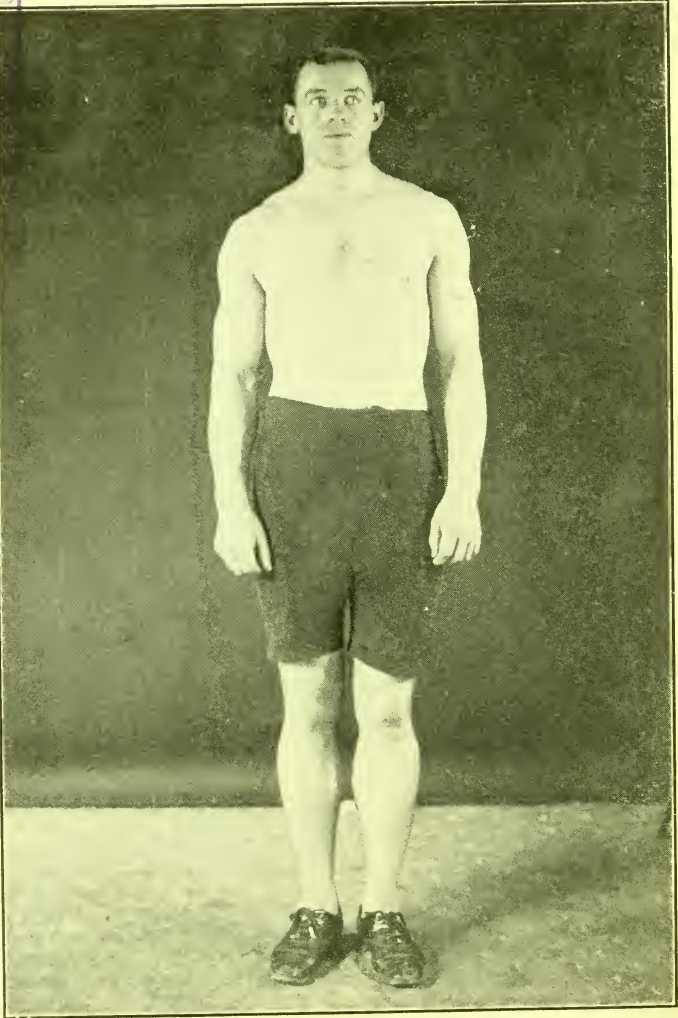
AND HOW TO PLAY IT

BY
MICHAEL EGAN
THE WORLD'S CHAMPION

ITS GREAT MERIT AS A PHYSICAL
EXERCISE; QUALIFICATIONS
NECESSARY FOR A PLAYER; A
REGULATION COURT AND
SOMETHING ABOUT ITS
CONSTRUCTION; THE RULES
AND THEIR DEFINITIONS

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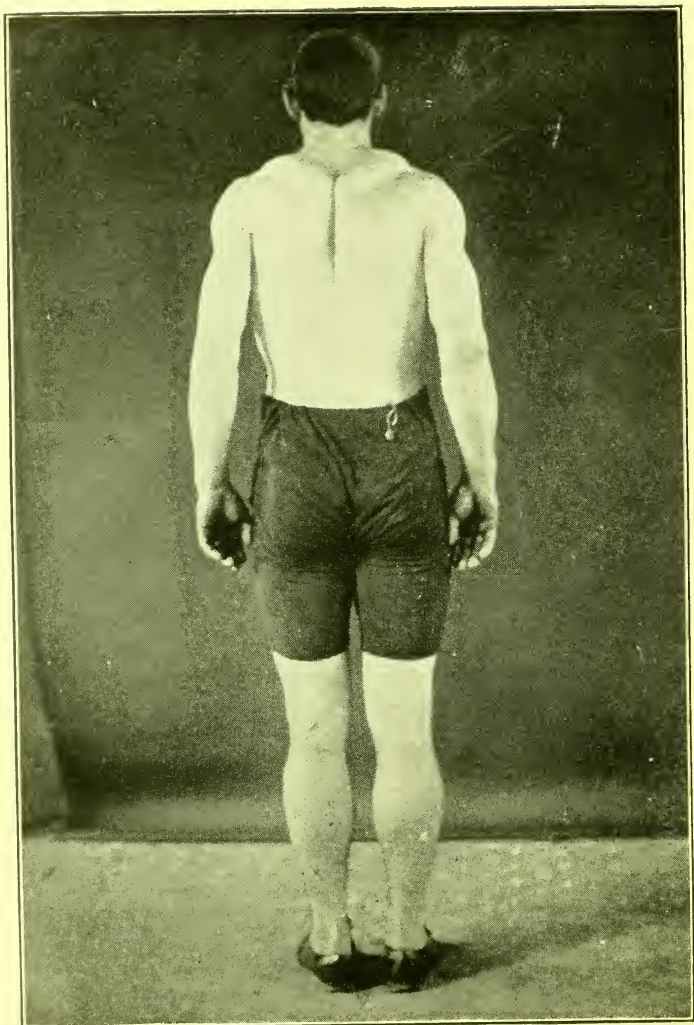
FRONT VIEW OF CHAMPION EGAN.

HANDBALL.



INTRODUCTORY.

The game of handball is undoubtedly of Celtic origin, and the proof of the assertion rests with the fact that wherever this nomadic race has set foot only there will be found traces of the pastime. The earliest authentic mention of handball, according to the annals of Ireland, occurs in the year 3370 A. M., or 1,879 years prior to the Christian Era. This was in connection with the Tailten games, inaugurated by Erc, the last king of the Firbolgs, in honor of his daughter-in-law Tailte. As to the particular style in which the game was played it is now impossible to accurately determine, but from the meagre accounts of the early chroniclers no walls were used, but the ball was tossed from "hand to hand," and the "Book of Leinster" mentions it as being one of the prominent events on the Tailten programme. These games were celebrated each year, and even with the slow methods of communication they were not long in becoming the theme of inhabited Europe. And warriors flocked from every quarter to take part in the running, jumping, the feat of gae bolga, or throwing the belly dart; the roth cleas or wheel feat; chariot racing and other events too numerous to mention. To such an extent was the spirit of emulation created among the visitors that in the thirteenth century before Christ, or some five hundred years after the inauguration of Tailten, the Greeks organized the Olympian games. Of the advent and subsequent success of this imitation of the Celtic festival it is needless to speak, but it was the first introduction into Greece of handball. Homer, who may be ac-



, BACK VIEW OF CHAMPION EGAN.

credited coeval at least with the fall of Troy, speaks of a female named Anagalla, who distinguished herself as a handball player. She was a native princess of Corcyra, and the poet introduces her with her maidens, amusing themselves at handball:

“O’er the green mead the sporting virgins play,
Their shining veils unbound along the skies;
Tost and re-tost, the ball incessant flies.”

It is altogether uncertain at what period handball was introduced into England, but like the Greeks the early inhabitants of Albion copied it from the Celts. In the museum of Trinity College, Oxford, there is a fourteenth century manuscript containing a life of St. Cuthbert. It says of him that when he was young “he pleyde atte handeballe with the children that his fellows were.” On what authority this information is established it is hard to understand, but the venerable Bede, who also wrote the life of that saint, mentions him to be an expert handball player, and that he excelled in running, jumping and such exercises as required great muscular power. Fitzstephen, who wrote in the thirteenth century, speaking of the London schoolboys, says: “Annually upon Shrove Tuesday they go into the field, immediately after dinner, and play the celebrated game of handball, every party of boys carrying their own ball.” During the Easter holidays it was the custom in those days to play for tansy cakes, but Bourne fails to understand why they should play handball at this season above any other time.

The French were introduced to the game rather early, and called it palm play. It was played by the naked hand, but afterwards with a glove, which, in some instances, was lined with soft material. Afterwards the French bound cords and tendons around their hands to make the ball rebound more forcibly. In the reign of Charles V. the game was exceedingly fashionable in France, being played by the nobility for large sums of money. In many cases when the players ran short of money they would pledge a part of their wearing apparel rather than abandon the game. Ac-

according to an old historian, the Duke of Burgundy, not having enough money, lost his girdle with the Duke of Bourbon. Shortly afterwards he left the same girdle with the Comte D'Eu for eighty francs, which was the amount of a wager in a match game.



PHYSICAL BENEFITS OF HANDBALL

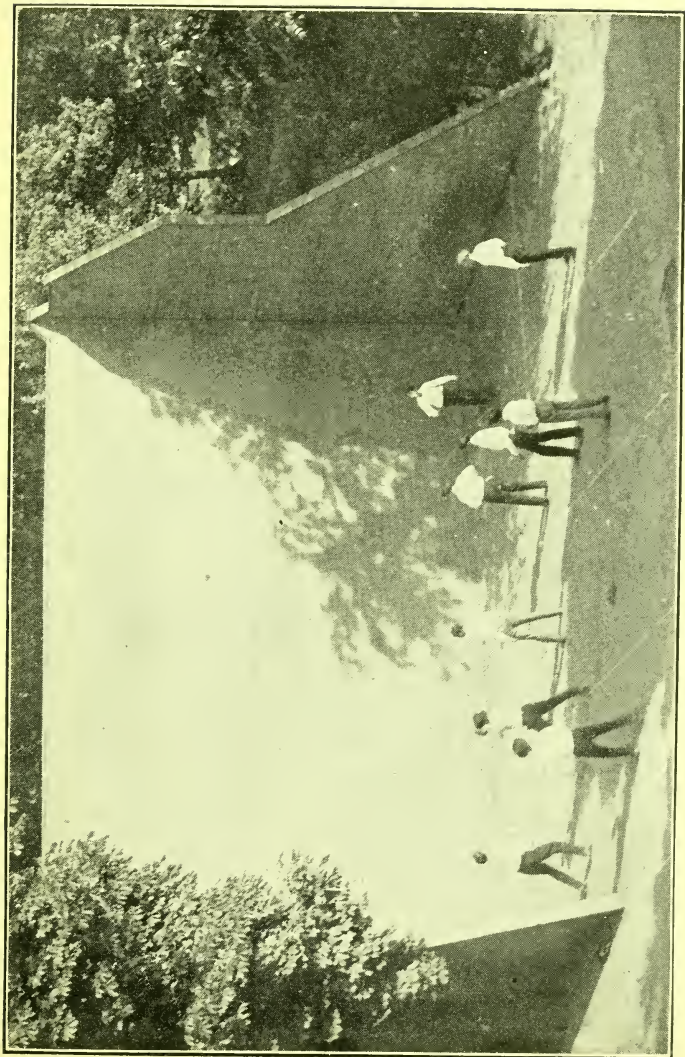


As a healthful and exhilarating exercise there is no game extant more to be recommended for all-around physical development than handball. It calls into play every muscle in the body; it imparts quickness and precision to the eye, while the running and struggling after the little flying sphere is of the greatest good to the respiratory organs. In short, there is no class of athlete or even ordinary individual that would not be benefited by a little indulgence in this invigorating pastime. But it recommends itself especially to athletes, ball players and boxers in active competition. To the boxer it gives that quick movement of the body and limbs so vital to success nowadays. All the skilled men with the gloves have, at one time or another, been familiar with the sport, and though they never attained, perhaps, a high grade of skill, their vital powers were none the less benefited.

To track athletes, under which heading come sprinters, jumpers, weight throwers, hurdlers and distance runners, an acquaintance with the sport is of the greatest importance. To the weight thrower it gives that agility so emphatically necessary to a good performance. The sprinter will be benefited mostly in the limbs, and if he is any way proficient as a handballer he is sure to be able to start quickly, which is half the success in sprint running. A liberal indulgence in handball develops an extra reflexive action of the limbs, and as powerful limbs are ever to be desired among the jumpers, outside of practice in their specialty, handball is the next best exercise to both broad and high jumpers. The wind and limbs of the distance men and hurdlers are also improved by handball.

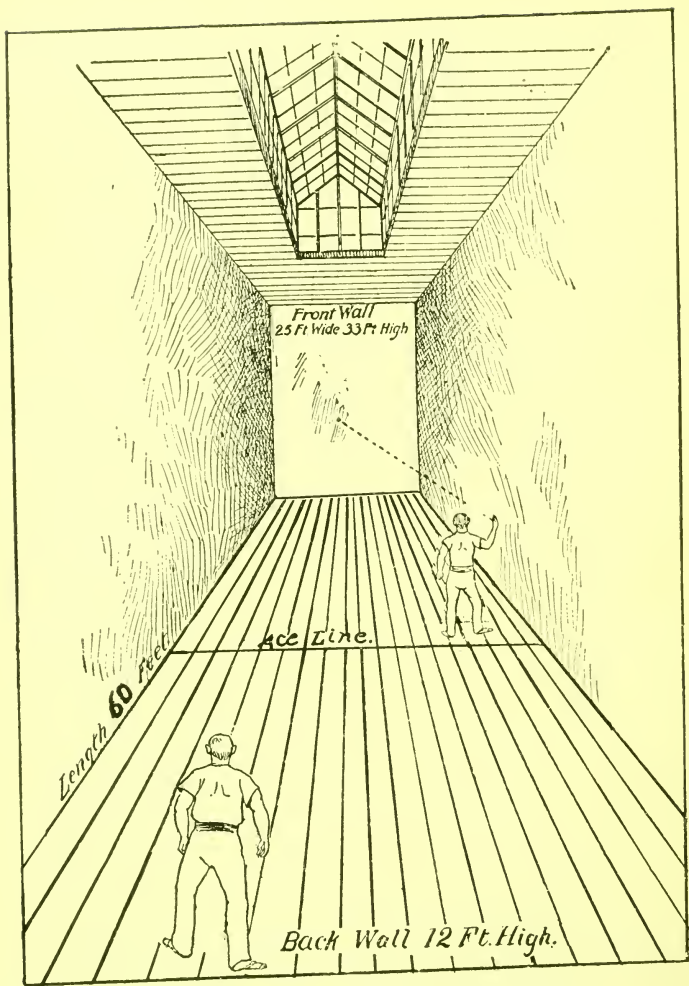
As a means of placing a baseball player in condition for his season's work the old Irish game presents opportunities not offered by any other exercise. In the early days of baseball it was a common occurrence to see all the regular players playing handball.

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FORDHAM COLLEGE HAND BALL COURT.

Back wall, 30 feet high, 50 feet wide; side wall, lower part, 30 feet wide, upper part, 15 feet wide; service line, 25 feet from back wall; each court 30 feet long, 12 feet 5 inches wide; low line on back wall, 2 feet from ground. Built in 1897.



REGULATION COURT

THE COURT



One of the greatest drawbacks to the advancement of the game has been improperly constructed courts. A perfect court makes a perfect player, and nothing affects the pleasure of the exercise so much as crooked walls and an unbalanced floor. As a rule, however, the courts that have been erected in this country of late years answer the purpose fairly well, although the expenditure of a little more money would have produced a much better building.

While the game may be played on a court of any size it is perhaps better to state what should, as near as possible, constitute a regulation court. It should be about sixty feet long, twenty-four and one-half feet wide and thirty-five feet high in the front, tapering down to thirty-three feet at the back wall. A brick wall about twelve inches in thickness and faced with marble makes the best front wall. Cement side walls are to be desired. The floor should be white pine boards, laid on beams ten inches apart. The back wall to be twelve feet high and of wood, back of which should be a gallery of about two hundred seating capacity. The court owned by Phil Casey, the former professional champion, answers to the above measurement and is situated at 297 Degraw Street, Brooklyn.

Of course there are many desirable open air courts and parts of gymnasiums fitted up for the playing of the game. The students of St. John's College, Fordham, N. Y., have very good advantages for practice and the sport has taken a big hold at the institution. In fact, I may say that handball is rapidly becoming a popular exercise at educational institutions all over the country, and I know of no other exercise that will fit a young man for baseball, football or to participate in games in which muscle, strength and activity are required.

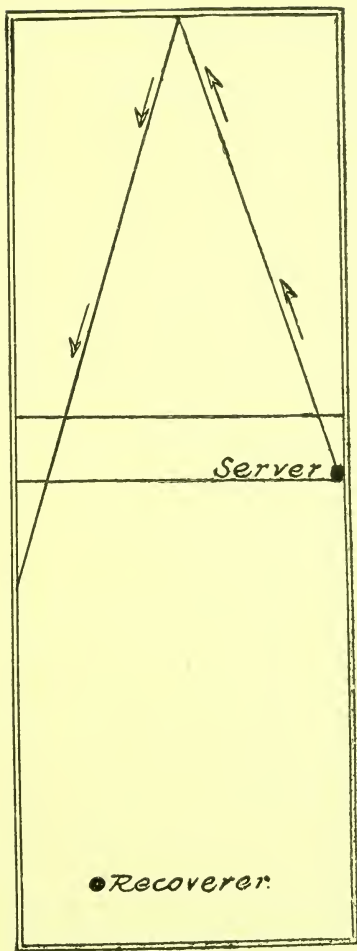
RULES AND EXPLANATIONS



Twenty-one aces shall constitute a game.

An ace is when a server sends the ball to any part of the outer court beyond the ace line, and it is not returned to the front wall by an opponent. All balls must be recovered on the first bound after reaching the floor. That is, a ball can take the circuit of the four walls before it can be termed returnable. The service is considered to be very difficult when the ball, after hitting the front wall, takes in either the side walls on a fly, bounds on the floor, and then comes off the back wall, or after hitting one side wall bounds from the floor to the back wall, and thence to the other side wall. The great trouble in recovering these balls is that the force of their flight is expended when they come in contact with the last wall, and, therefore, drop dead to the floor. If the ball is returned to the front wall the server must recover it, either on the fly or first bound; if he fails the hand is out, and his opponent becomes server. It is allowable to serve at either side of the court, but always within the two parallel lines. Stepping beyond the inner line twice in succession, or hitting either side wall, roof or floor before striking the front wall, or serving three short balls in succession, shall cause the loss of a hand.

A low sharp service that can be placed at a side angle of the court without any rise to the ball, or sent to the extreme outside corners, is particularly destructive. Then there are the "Scotch twist," a high service that sends the ball around the court in an irritating fashion, and a towering ball, that does not commence to drop until reaching the corners, and then continues its fall close to the wall. There are a few players, but they can be counted upon one's fingers, who can serve the ball to the right and left without changing their position. This requires a great deal of skill and experience, but it can be done effectively, and should be seen oftener in practice.



*A sharp, low drive,
difficult to return.*

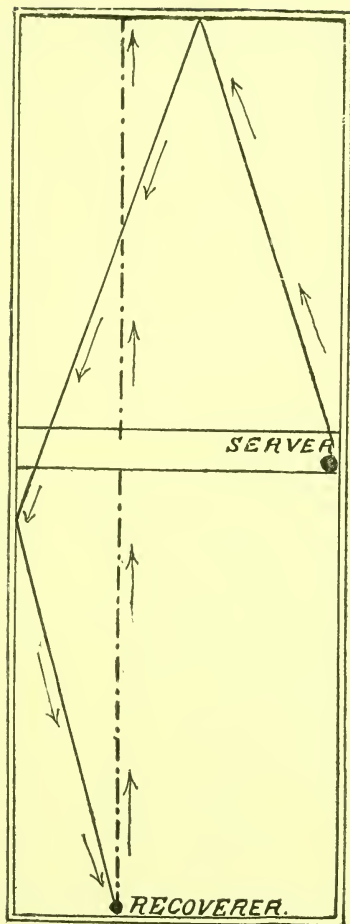
The ball shall be one and seven-eighth inches in diameter and one and five-eighth ounces in weight.

The brilliancy of the game depends as much upon a good ball as a good pair of hands. An improperly made ball is discouraging to an expert; in fact, no one who has any regard for the safety of his hands, should indulge in the game without first testing the quality of the little sphere. The Spalding regulation handballs are made with extreme care, by experts, and range in price from \$1.00 for the regulation "Match" ball to 75 cents for the "Expert," and 25 cents for the "Amateur," which has a leather cover. A rubber handball can also be bought for the latter price. The Irish regulation handball—known as "Red Ace" when made of red rubber and "Black Ace" when made of black rubber—costs 35 cents each.

The Irish ball, as a general rule, differs considerably from the one used in America. They are smaller, and the harder the ball, the better an Irish expert likes it. As he depends chiefly upon service for his success, he wants a ball that will fairly batter down a front wall. That is the reason why seven-eighths of the players in Ireland at the present time object to the American style of playing the game and adopting their ball. Take the service away from them, and you destroy all the effects of their playing.

In a four-handed match, parties winning the toss are allowed only one hand at the commencement. The server's partner shall stand inside of the ace line, with his back to either the right or left wall, until the service ball strikes the front wall. All balls striking an opponent shall be a hinder.

The server's partner and one of the opponents generally stand side by side against the left-hand wall, if the service is from the right. The recoverer is on the alert in the outer court the same as in a single-handed game. It is not compulsory, however, that the opponent of the server's partner shall stand just outside of the ace line. He can go in the outer court and help his partner to recover service, but he may be more useful at the line, particularly to take all line service to the left on the fly. This



Return from Three Walls.

is a very important position against a heavy server, because in a majority of instances it results in the disposing of the hand.

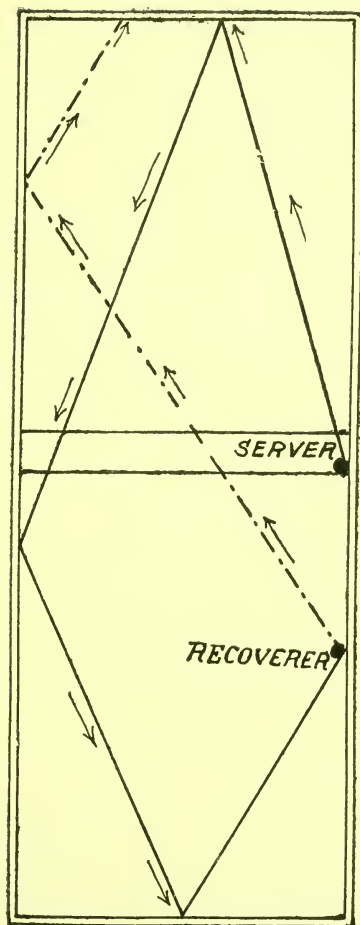
A hinder is when a ball strikes your opponent and retards it from reaching the front wall. For instance, if the recoverer of service should strike either of his opponents with the ball on the way to its destination, it is termed a hinder. If said recoverer, however, strikes his partner instead of an opponent, it is an ace against him. Then, again, if the server should be hit by his partner's ball, it is a hand out. A great many of these hindrances are accidents, pure and simple, but in some instances they can be avoided, and if, in the opinion of the referee, the hinder was intentional, an ace can be counted against the side committing it, or a hand be declared out, just as the case may be. A server at work frequently hits his partner while standing within the ace line; this is also called a hinder. If a ball from a server strikes either of his opponents, before or after bounding, it becomes nonplayable and is counted an ace.

When a ball from the server drops anywhere inside of the ace line, the player has the privilege of using his hand or foot; if the hand is used, it counts the same as if it was served regularly over the line; if the foot, the striker or his partner has the privilege of stopping the ball before it reaches the front wall. If the ball after being struck with the foot gets to the front wall, the striker or his partner shall have to return it before stopping it.

The use of the foot is not very frequent, and is not considered to be at all scientific. There is considerable talk of barring the play altogether. It is claimed that it would be difficult as well as dangerous to cultivate the style, and what effectiveness could be reached would be more than offset by injuries to players.

Only one hand shall be used in striking the ball, otherwise a foul is committed, and the punishment is the loss of a hand or an ace.

After a server and partner shall have been retired they must be allowed sufficient time to take their positions in the outer court.



Return from Four Walls

All claims shall be decided by the referee, whose decisions are final.

This is one of the most interesting features connected with the game as it is played in America. If there is a single-handed or double-handed match, a man is usually selected for referee who has the entire confidence of the principals and spectators, and strange to say, that in all the important contests within the experience of the writer, it has never been a difficult matter to agree upon that official. And his labors are very exacting, too, and without he makes himself master of the situation at once, he will be in a far worse position than the poor umpire on a baseball field. But a conflict between a handball player and a referee rarely occurs. If an appeal is made by a player, and sometimes it is done very vigorously, the referee generally decides the point quickly and with such firmness that convinces the player that to dispute the decision would be useless and costly. The referee has the power to inflict various punishments upon those who violate the playing rules, and obedience to that official is considered to be imperative.

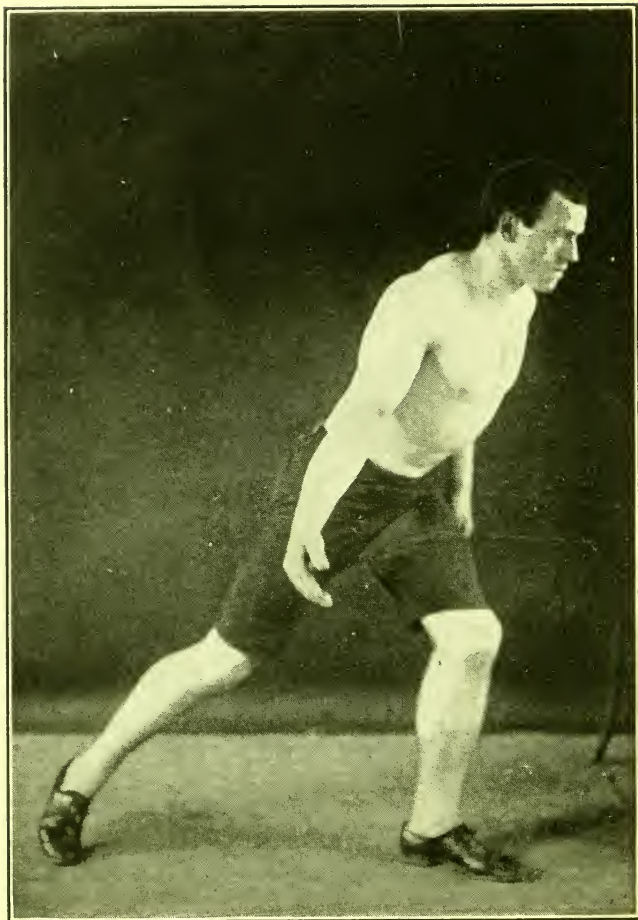
While not being covered by the rules, it is incumbent upon each and every man to make as neat an appearance as possible while in the court. This is carried out in almost every instance, and in no other athletic exercise is this feature so strictly observed. Twenty years ago men could play under any conditions—bare feet was a favorite with many, while in other instances scanty attire prevailed. If a man were to appear under these circumstances at the present time he would soon be told that he was not wanted.

THE TEMPLE OF FAME



It has been claimed that the front wall against which the ball is played nowadays was not introduced into the game in Ireland until about the middle of the last century, but certain it is that such advantages as side walls were not seen on the Emerald Isle until about the early forties. In those days the number of players in Ireland was something enormous. Of course, there were bad players and experts, but out of the long array the name of William Baggs stands exceptionally prominent. In fact, he might be called the father of the modern game. It was he who invented all the dodging tricks, curved balls, low drives and screw tosses known to the experts of to-day. Baggs was a native of Tipperary County, and was in his prime in the early fifties. It was customary in those days that every village tavern, halfway public house and cross-roads sheebeen had a ball court attached, and it was at such places Baggs spent most of his time. He traveled all over the country, met and defeated all comers and finally was regarded as invincible. His great delight was to meet a regimental officer who fancied himself as a player; then not only would Baggs administer the dandy a stinging defeat, but relieve him of all the available cash in his possession. On one occasion, getting into a heated altercation with an officer, he offered to play the man of war without using his hands. The match came off then and there, and to the astonishment of the onlookers, with his hands tied, Baggs put up every ace with the soles of his feet.

After the passing of Baggs the next great player was David Browning, probably one of the strangest characters Ireland ever produced. His adventures and escapades would fill a nice-sized volume. Not only was he a champion handball player, but he was a first-class sprinter, jumper, weight thrower, vaulter, boxer, fencer, swimmer, skater, billiardist and horseman. He met Lawlor for the Irish championship in 1885 and it proved once again the axiom that "youth will be served," for Lawlor, after a hard tussle, was declared the winner.



POSITION OF BODY AND HAND IN ACT OF DRIVING BALL.

HOW TO PLAY HANDBALL

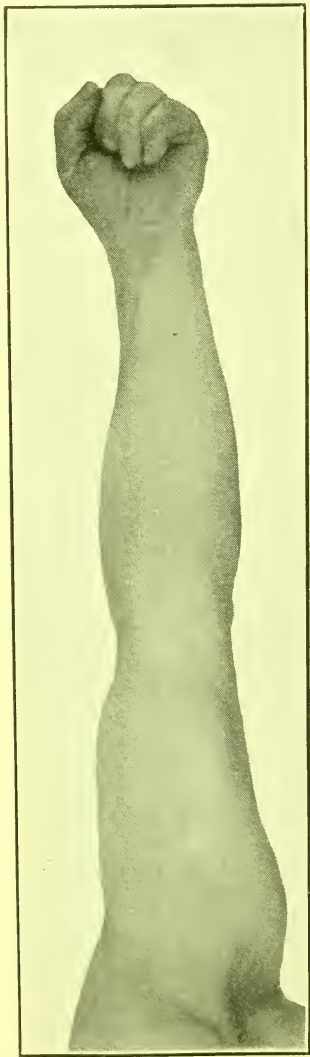
By MICHAEL EGAN,
Champion of the World.



Of all games conducive to good health and to perfect a person's physical condition I put handball, the national pastime of Ireland, at the head. It may be said that I am prejudiced against any other sport owing to my position in handball, but I am not. I love baseball. I can run, jump, box, wrestle, and there is not a thing connected with field sports that I am not conversant with. I like billiards and pool, too, and it is well known that the greatest skill is required to master the last two games I have mentioned. Now handball I class with billiards and pool in regard to skill and in point of merit and conditioning qualities the Irish game cannot be excelled.

With these good points in its favor it may properly be asked why the game has not become more popular. It has grown into popularity at a big rate within the last fifteen years. Still the facilities for playing do not equal the demand. What is needed are more courts of the regulation kind and better inducements offered to the younger generation to take up with the sport. Courts cost money, it is true; so do gymnasiums, but for from \$3,000 to \$3,500 a first-class handball court can be built and with proper management can be made profitable.

Another thing that handicaps the game is the prevailing opinion that it is too hard to master; that it is too severe on the hands, etc. The difficulty in mastering the game depends how you go at it. If you want to become an expert at once it will be found to be very hard and the chances are you will give up in despair. If, however, you only wish to start in as a beginner should and improve by practice the points of the game can be



CHAMPION EGAN'S LEFT ARM EXTENDED.



CHAMPION EGAN'S RIGHT ARM EXTENDED.

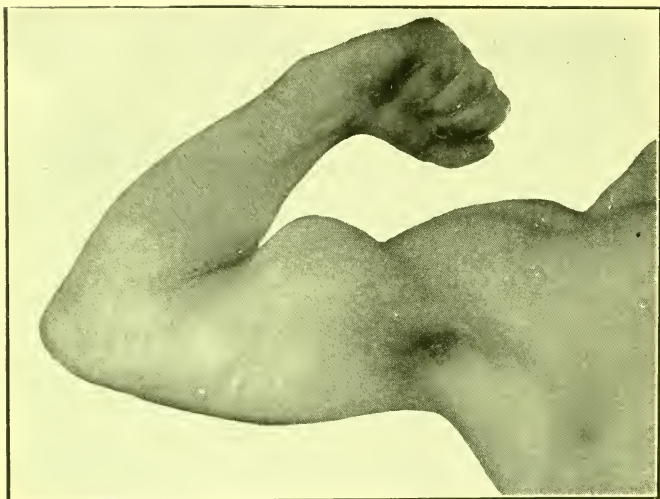
easily picked up and instead of being too strenuous playing will be found both pleasing and exhilarating.

As in every other kind of athletic sport handball calls for a good eye, quick action and headwork. It is necessary to keep track of the ball at all times, and in your efforts at play vigorous measures should be used and a well-defined attack mapped out that will defeat your opponent's plans. Don't practice too long at the start, two games or three at the most being sufficient for one session in the court.

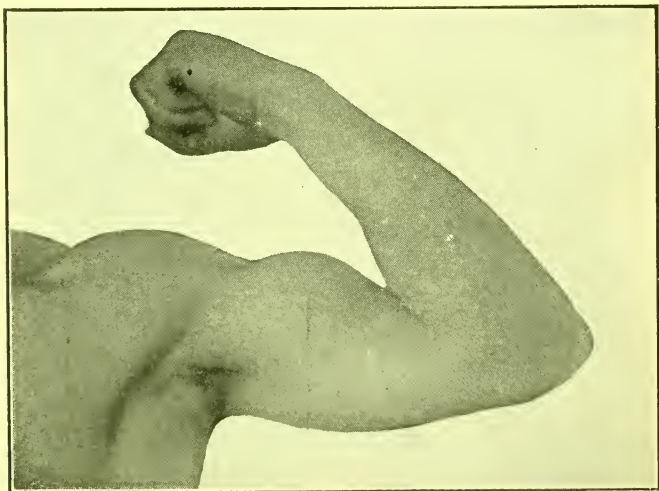
Of course a regulation court and a regulation ball are necessary for a proper display of the game, but I would advise everyone before tackling these propositions to learn how to strike the ball and the method of placing it. Any kind of a wall with a smooth surface will answer this purpose and instead of a regular playing ball use a hollow rubber, lawn tennis or any other light ball. The regular ball is apt to hurt your hands because you do not know how to hit it properly and when the hands are hurt you become disheartened and claim that the game is too severe. But there can be no such thing as injured hands if you proceed along the lines I have stated above.

In speaking of hands I mean both the right and left. The right, of course, is more oftener used and it is only natural for a right-handed person to play with that hand in preference to the left, but without you can use one as well as the other, outside of serving, there is no use trying to become a successful player. There is no great difficulty in becoming as proficient with the left as with the right, especially for a beginner, and I would advise everyone to practice with the left as often as possible and never attempt to complete a left-handed play with the right. I am sorry to say that there are entirely too many of our prominent players who are essentially right-handed. They get along very well so long as they can hit the ball with the right hand, but a heady player will soon find out their weakness and certain defeat will be the result.

These points are better brought out in a perfectly constructed court than at any other place. My idea of such a court is a



RIGHT BICEPS OF CHAMPION EGAN.



LEFT BICEPS OF CHAMPION EGAN.

building with a playing space from 60 to 65 feet long, from 22 to 25 feet wide, from 30 to 35 feet high, with a solid back wall about 10 feet high, the whole being well lighted and ventilated. The front and side walls should be of the best kind of cement, as hard and smooth as it is possible to make them. The floor should be of pine boards laid upon a solid foundation and bound so firmly together that there can be no possible chance of their getting out of plumb. With such a court playing becomes much easier because, like at billiards and pool, you can nearly always depend on the ball going with the speed and accuracy you intend it should.

Now we come to serving the ball. Stand firmly on the feet, bound the ball straight so that you can have a good whack at it at the height of the waist, and with the hand scoop-shaped, with fingers tightly closed, swing with an underhand motion and put the weight of the body behind the blow. You must bring the ball out from the wall beyond the ace line or it is a short ball and if you do the same thing three times in succession in a game against an opponent you lose your hands. It's best to start in right away to try and hit the ball as far from the front wall as possible. You may not succeed very well at first, but if you keep at it you are bound to find out your faults and when you become successful with a light ball you cannot fail to go wrong with a regular handball.

Good bit of the trouble to hit a ball properly occurs in the compact of the ball with the hand. Many persons are apt to hit the ball with the fingers, or with the palm of the hand. This with a regulation ball will make the hand sore. There is only one way to hit to be effective and that is to catch the ball with the scooped hand just at the base of the fingers. The little object will not only travel accurately, but with such force as to give confidence in your future play. Hitting should be one of the first lessons of the beginner, and I would advise no one to attempt to play a game without first having the swing and a pretty good knowledge of hitting.

After getting the swing and the hang of hitting the next



CORRECT POSITION OF HAND IN HITTING BALL.

important thing is to place the ball. The fact that you can hit with force will not count for much in a game if you cannot place the ball outside of your opponent's reach and to do this you must use your head as well as your hands. Pick out a spot on the front wall when serving and keep bounding the ball until you get it at the proper height for hitting. Then put as much force as possible in your effort as will send the ball beyond the playing line, but where your opponent can easily make a return. If you are serving at the right of the court your opponent will naturally be at the left. Fool him as much as possible. Don't let him recover the ball with his right hand. Keep it to his left and well down. A difficult served ball is one that drops on a line just where the left wall and floor connects. In such a case there is no rise to the ball and without the opposing player is dexterous enough to catch it on the fly the effort of the server will count as a point nine times out of ten.

Another effective service is a high ball sent to the left corner of the court where it will bound in such a way that the left hand will have to be used in the attempt at recovery. Even then the ball will be in such close proximity to the wall that it will be almost an impossibility to gather it. If it is returned it will not be with any force and the inside player will have a good chance to count. A good point while serving is to place the ball in a different locality in the back court from what you had been doing. Instead of hitting to the left, change your position slightly just as you are making the swing and send the ball to the right. Then there is the Scotch service. It is a delivery that sends the ball against all four walls, and requires a perfectly parallel drive with terrific force behind it.

A good server is one thing, but a clever all-round player is another. Many persons make service a specialty. This is not handball by any means. Of course effective tossing is very necessary, but without you know the other points of the game you will never make a successful match player. In recovering a ball be alert and watch every movement of your opponent. Without the latter is an experienced player you can come pretty



START OF HITTING THE BALL.

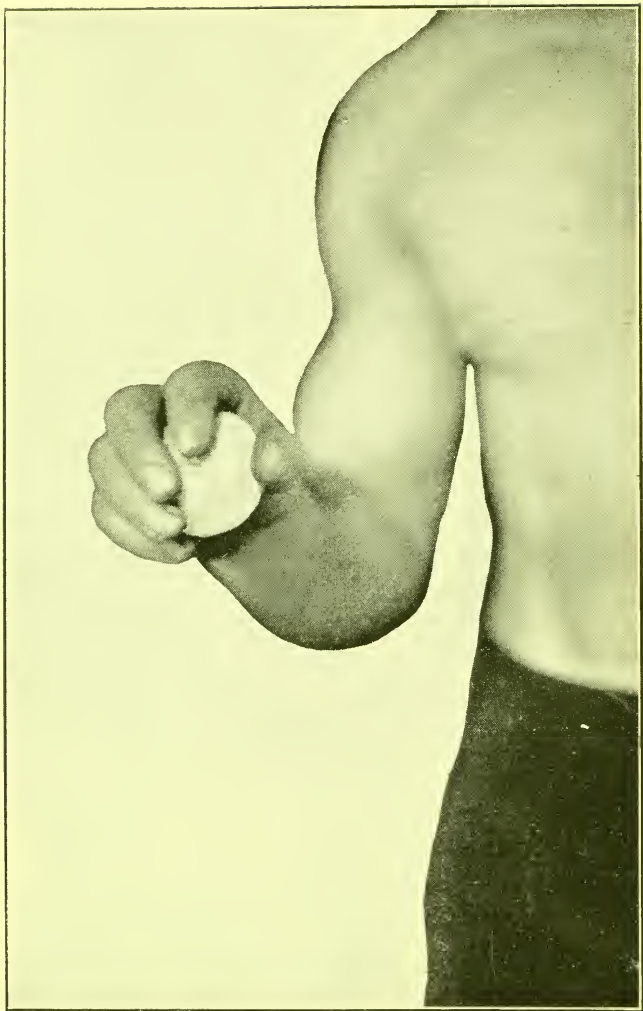


INCORRECT WAY OF HITTING THE BALL.

near telling in what direction of the court the ball will come. But **you** cannot tell how it will bound. It may hop off the wall straight or it may take an ugly carom. In either case meet the ball firmly, catch it properly with either hand and you will be able to successfully complete the play you are striving for. After recovery keep a watchful eye on the ball and the man you are playing against. It's best to keep near him, but not close enough as to hinder him in hitting. If he is within the ace line he will be likely to drop the ball safely to the wall, in either corner, perhaps. You will be there to gather the ball. If, on the other hand, he should send the ball to the outer court you will be able to anticipate the play and after a sprint gather the ball as it bounds from the back and side walls and by a well-directed drive send it to the lowest part of the front wall from which your opponent could not possibly return it. This is what is termed "Killing the ball" and is one of the best plays of the game. "Cutting the ball" is also effective when well executed. It consists of first hitting the right or left walls, the ball caroming on the front wall at such a puzzling angle that it drops to the floor in such a position as to make it impossible to gather it.

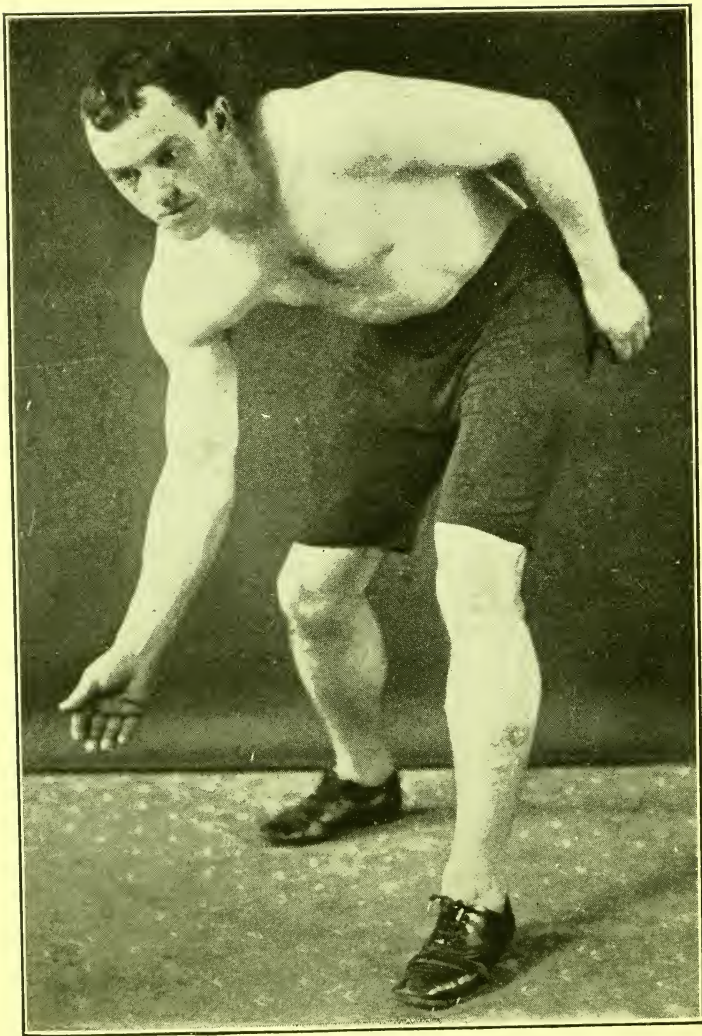
There are other kinds of intricate plays which are brought out during a game, but you can learn more by practicing them than if I were to talk to you for years. But after becoming proficient in all the fine points of the game you should always size up your opponent and discover his weakness. When you find him unable to cope with your play keep it up until he catches on. Then switch to another style. Always keep him puzzled and guessing as to what your next play will be. Hit the ball with a fierce, jerking motion, so that he will always be on the move. This will naturally have a tendency to weaken him, especially if he is not in shape, and when you have him winded you've got him beaten.

I have tried in my humble way to show how handball should be played and if my instructions are carried out I cannot see anything that will stop a person from mastering the details and



HOW TO HOLD HAND IN ACT OF BOUNCING BALL FOR
SERVICE.

enjoying the game. One thing, however, I want everybody to bear in mind, that it is absolutely necessary to be in good condition to play the game. Never play when you are tired. When you have finished leave the court at once so as to avoid a draught. If there is a shower handy take a good one, then a vigorous rubbing down and after all is over you will feel like a new person.



RECOVERING A LOW BALL IN PLAY OR IN SERVICE.

GAELIC RULES



Following will be found the rules of the Gaelic Athletic Association of Ireland. They differ mainly from those in vogue in America. Under the Irish rules fifteen paces constitutes a game instead of twenty-one, and in tossing the ball the server can assume any position he pleases inside of the short line. The Gaelic rules were framed with a view to govern matches in all sizes and shapes of alleys and courts, and subject to all conditions and circumstances imaginable. In Ireland, as a rule, impromptu matches are played against the nearest gable end or wall without regard to size, and it is to cover such contests as well as those in the regulation alley that the Gaelic rules were drafted.

THE COURT OR ALLEY.

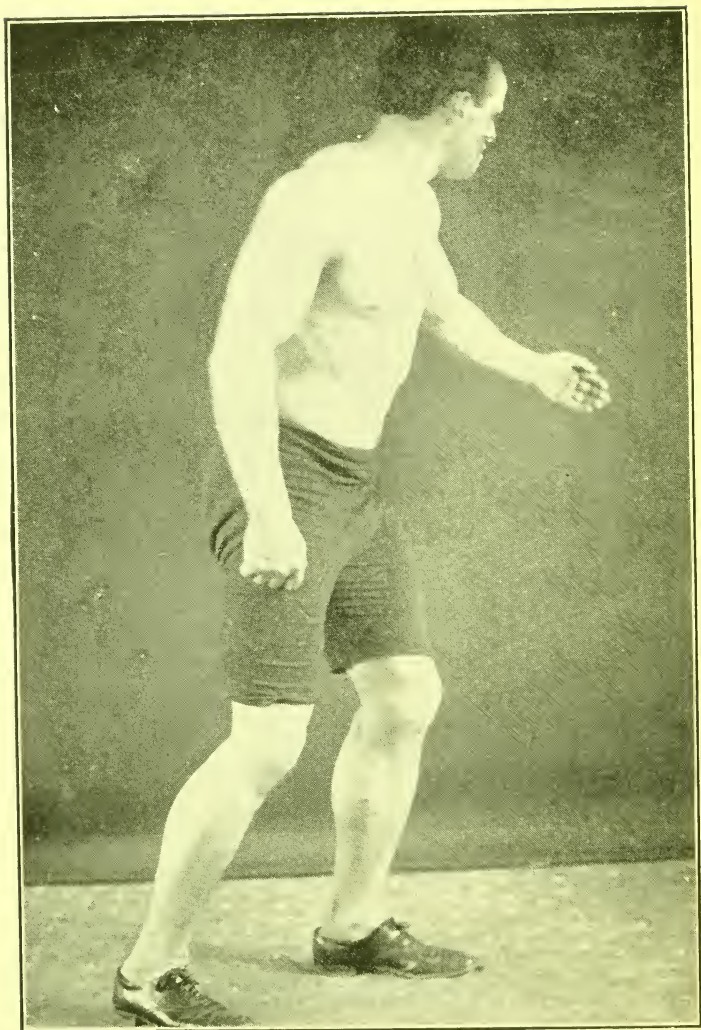
1. A line called the short line must be drawn parallel to the front wall, not nearer to it than half the length, nor further from it than two-thirds of the length of the floor.

NOTE.—For alleys or courts with a clay floor the short lines should be two-thirds of the length from the front wall, but for concrete, flagged, or bricked floors the short line should be nearer the centre.

2. A line should be drawn at the extreme edge of the floor, if there be no back wall, six feet from the boundary, to keep off spectators, and parallel to the front wall. This line to be called the over line.

3. Where there are no side walls, or where the side walls do not extend to the over line, lines should be drawn from the ends of the front wall or side wall to the extremities of the over lines. These lines to be called side lines.

4. A floor should be sixty feet long, or as near to it as possible. A tell-board four inches high should be placed at the base of the front wall. A ball striking the tell-board should be considered



TAKING THE BALL OFF BACK WALL WITH LEFT HAND. /

as striking the floor. The upper edge of the tell-board should be beveled.

THE BALLS.

5. The balls to be hard and covered with sheepskin or any suitable kind of leather. No ball to be less than one and a half or more than one and three-quarter ounces in weight.

THE PLAY.

6. A game to consist of fifteen aces, and to be won by whichever player or team gets this number.

7. A rubber may consist of any odd number of games, and will be won by whichever gains the greater number of games.

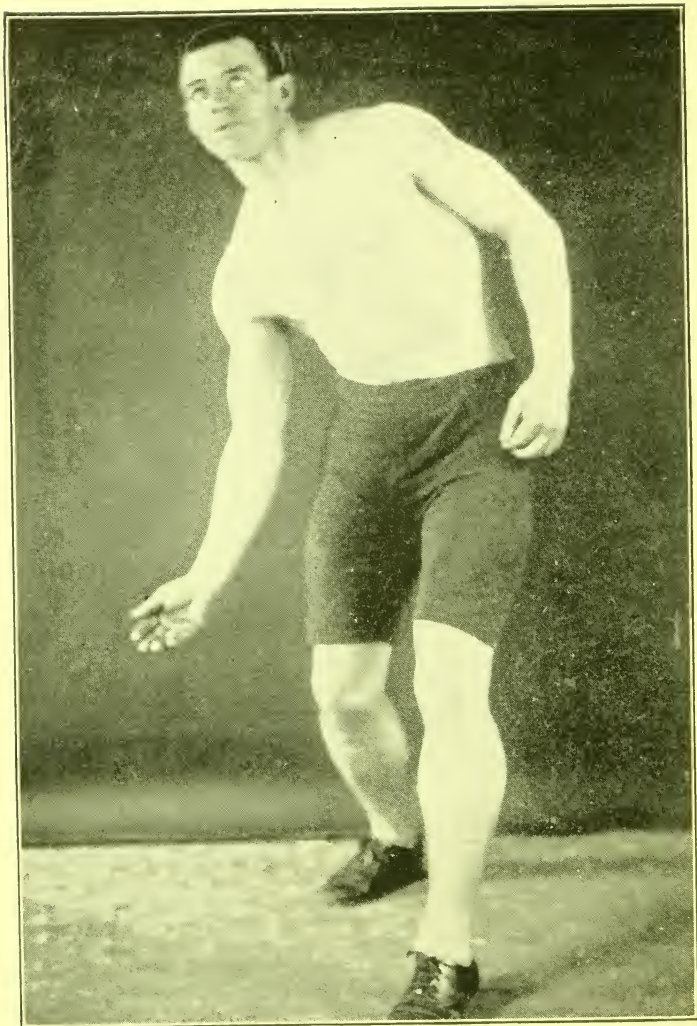
8. A "home and home" rubber to be played in the two alleys or courts belonging to the challenged and challenging players—as many games as may be agreed on to be played in the one alley or court, and the remainder or a sufficient number of games to decide the rubber in the second alley or court.

9. Before commencing a rubber the opposing players shall toss for choice of inside or outside ground. One "hand" shall be given for first innings of every game; two "hands" for second and succeeding innings, if there be two players on each side; and three "hands" for third and succeeding innings if there be three players on each side. When one game is finished the winners will have choice of ground.

10. All balls served out from the front wall to the outside must be tossed—that is, hopped and struck with the hand against the front wall. Jerking not to be allowed in inter-alley, championship, or inter-county matches.

11. An ace to count when an outside player misses a ball, fails to return one which has been tossed out or played to him, or makes a "foul." A "hand out" to count when an inside player misses a ball, fails to return one which has been played to him, or makes a "foul."

12. Touching a ball to be considered as playing to it; should it be played to a second time by the player who struck it, or his



WAITING FOR A HIGH BOUND

partner, before reaching the front wall, it shall be foul, and count as an ace or hand out. Playing to a ball on the second succeeding hop to be foul, and an ace or hand out.

13. Should a player catch, or deliberately stop a ball going to the front wall, a hand out or ace should be given according as the offender is an inside or outside player.

14. A ball which crosses the side line or side wall will be an ace or hand out, according as the player who last played to it is an inside or outside player. When a ball crossing the side line be struck at and missed before it hops, an ace shall be given against the player who missed. If the ball has hopped, and the player is not sure whether it is inside the line or not, he should call for judgment, and proceed as in Rule 23.

15. Should a player strike a ball and it to go up off his partner it is foul, and shall count as an ace or hand out. Should a player strike at a ball with both hands together it is foul.

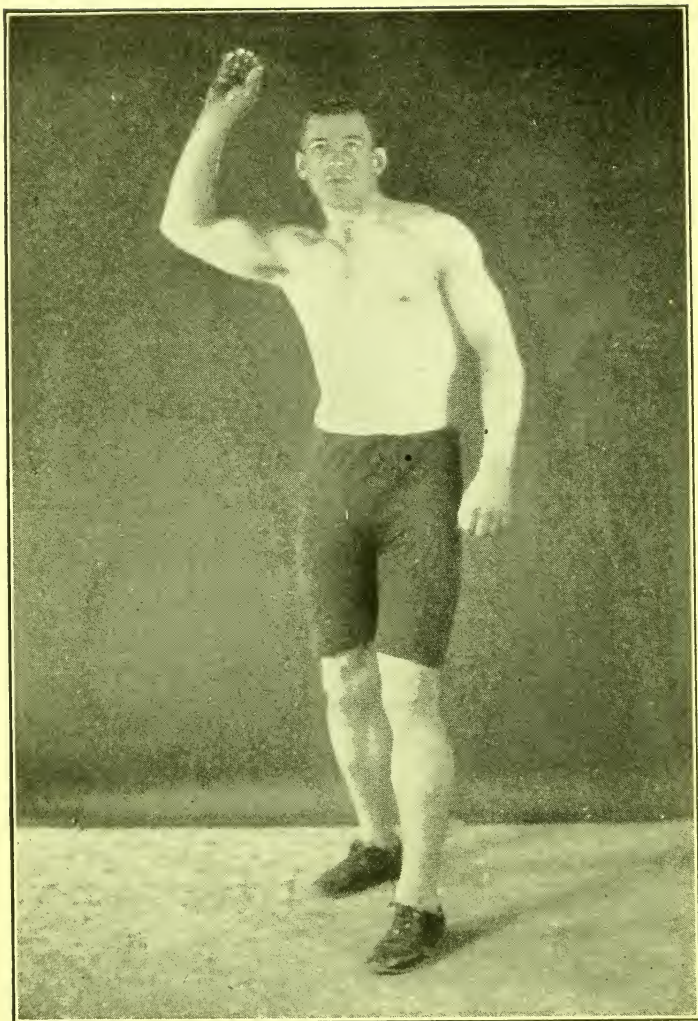
SERVICE.

16. The partner or partners of the player who is serving must stand at side line or side wall and inside the short line until the ball is served.

17. No ball to be tossed out until the outside players are in position outside the short line. The judge may disallow any ball tossed out before the outside players are prepared, or while a question of judgment is being decided.

18. If the player who is serving tosses the ball over the side line or side wall, it will be a hand out. Should he fail to toss three successive balls between the short and over lines it will be a hand out. Should he strike the ball against the ground, the side wall, or his own person ere striking the front wall, it will be a hand out. Should he miss the ball when tossing it will be a hand out. Should he jerk the ball it will be a hand out. A ball hopping on a line to be over that line.

19. All balls tossed out between the short and over line must be played to unless they have touched the player who served them or his partner after leaving the front wall, or unless the judge dis-



CHAMPION EGAN'S OVERHAND STROKE.

allows them. Should the partner of the player who is serving prevent a ball crossing the side line it will be foul.

20. Should the player who is tossing, or his partner, catch the ball before it hops a second time, it will be a hand out. Should the outside player catch a ball before it hops a second time, unless he be standing four feet outside the over line, it will be an ace.

HINDERS.

21. Should a player strike a ball and it afterwards strike his opponent, it shall be a hinder, and must be played over.

22. Should a ball coming from the front wall strike the player who put it up, or his partner, it is a hinder.

23. Should a player, while the ball is in play, think that a foul has occurred, he must call for judgment and play on. When the ball has been played out the judge will decide if a foul has occurred, and give his decision accordingly. Should no foul have taken place the result of the play will count. The judge may, if he wishes, declare an ace or hand out when a foul occurs without waiting for the ball to be played out.

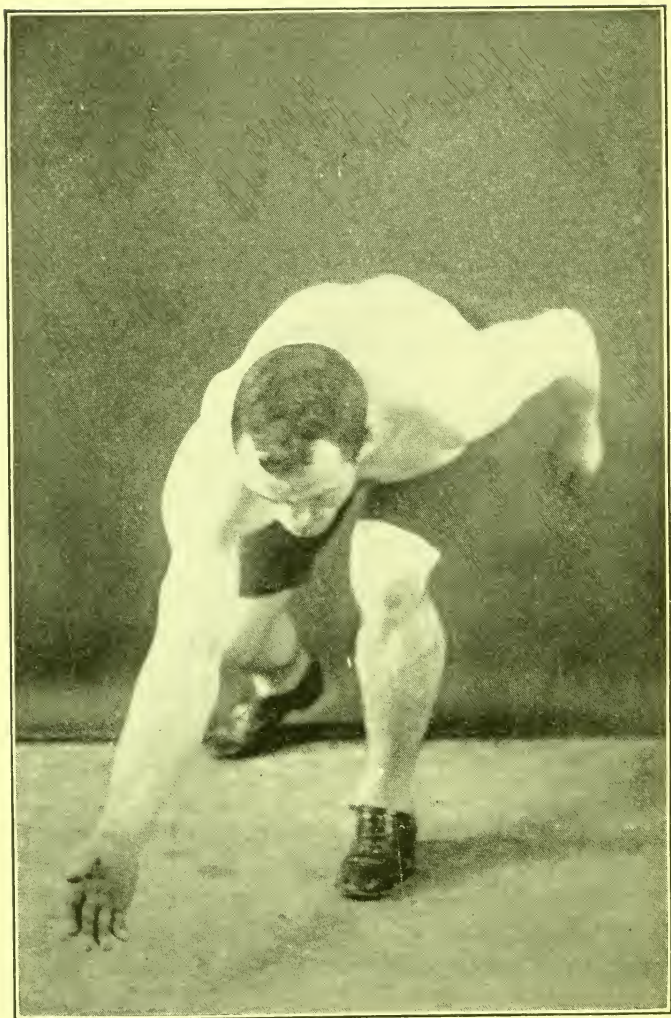
24. Should a player obstruct another in such a manner that he cannot play, the judge may give a hinder. Should the obstruction be wilful, the judge may give an ace or hand out against the offender.

25. Any ball brought off the front wall in play to or beyond the over line shall count dead and be played over.

26. When a ball is over or short the player may, or may not, as he pleases, play to it. Should he try to play to it and miss, it will be an ace. Should he call "over" or "short," and put the ball up, it will be dead and must be played over.

27. In a court, a ball brought off front wall in play over back wall shall be dead and shall be played over.

28. The decision of the judge to be final.



CATCHING BALL FOR LONG SCOOP TO CORNER.

REVISED HANDBALL RULES
OF
THE AMATEUR ATHLETIC UNION OF AMERICA,

For the Government of the National Championship in Singles.

Each game shall consist of twenty-one aces. The number of games to decide a set shall be determined by the Committee.

Before proceeding the players must toss for position.

The ball to be used shall be a full regulation Spalding ball, and must measure one and seven-eighth inches in diameter and weigh one and five-eighth ounces.

An ace is made when the server sends the ball to any part of the court beyond the ace line, and it is not returned to the front wall by an opponent.

All balls must be recovered on the first bound after reaching the floor. That is, a ball can take the circuit of the four walls before it can be termed returnable. The service is considered to be very difficult when the ball, after hitting the front wall, takes in either the side walls on a fly, bounds on the floor and then comes off the back wall; or after hitting one side wall bounds from the floor to the back wall, and thence to the other side wall. The great trouble in recovering these balls is that the force of their flight is expended when they come in contact with the last wall, and, therefore, drop dead to the floor. If the ball is returned to the front wall the server must recover it, either on the fly or first bound; if he fails the hand is out and his opponent becomes a server. It is allowable to serve at either side of the court, but always within the two parallel lines. Stepping beyond the inner line twice in succession, or hitting either side wall, roof or floor before striking the front wall, or serving three short balls in succession, shall cause the loss of a hand.

While playing the game each player must give way to an opponent, and shall in no way interfere with the playing of the ball. Should the ball strike the server before reaching the opponent,

•

or strike the opponent while in the act of being served, this shall be termed a hinder. Many of these might be deemed accidents, while again others might be intentional, and if so decided by the referee shall count as an ace against the player violating the rule, or a hand may be counted out.

When a ball from the server drops anywhere inside of the ace line, the player has the privilege of playing it should he so desire, but in doing so the play counts the same as though the ball had been served regularly over the ace line, and if it reaches the front wall the ball must be returned by the opponent. In the return of all balls the use of the foot is debarred, and a player using the foot at any time will have committed a foul and the punishment will be the loss of an ace or a hand out.

Only one hand shall be used at a time in striking a ball, otherwise a foul is committed, and the punishment will be the loss of an ace or a hand out.

After a server shall have been retired he shall be given sufficient time to have gotten into position before play is resumed.

If an appeal is made to the referee he must decide the point promptly. His decision on all questions shall be final.

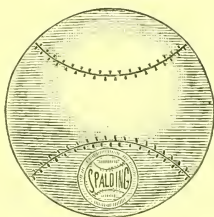
In presiding over the game, the officials shall be a referee and a scorer. The referee shall decide all questions pertaining to the serving of the ball and its return, and whether the ball be played short or fails to reach the front wall. He shall decide the aces made and shall be judge of the hand out.

The scorer shall keep a correct tally of the aces made, and shall keep the contestants informed as to the progress of the game. He shall also be a judge of the hinders or fouls. Any disobedience to the orders of the referee or scorer by a player will result in his being disqualified from further competition.

It is essential that a player conduct himself in a gentlemanly manner at all times.

Before appearing in the court a player must be properly clothed, and it is imperative that he make as neat an appearance as possible. Playing in bare feet will be debarred. The use of gloves on the hands will be allowed.

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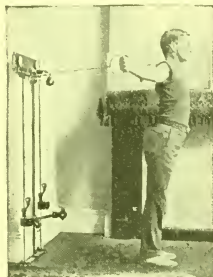
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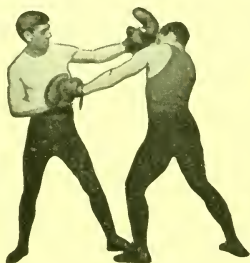
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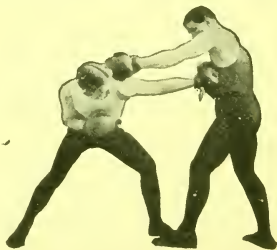
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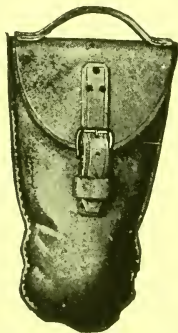
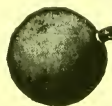
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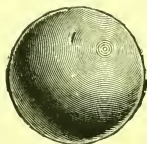
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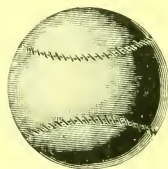
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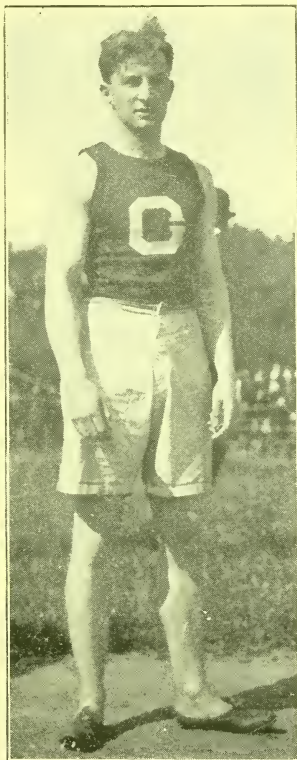
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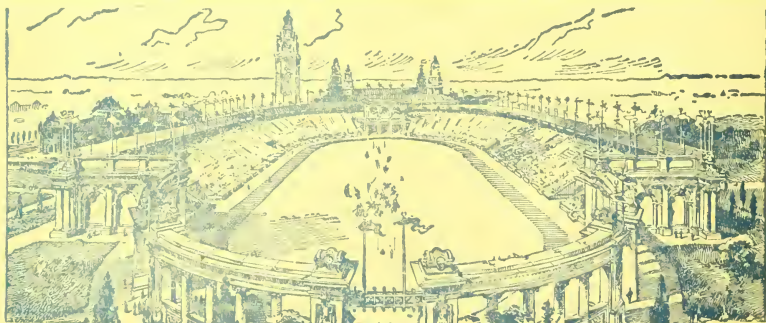
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